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41

THE ORCS ASSAULT OSGILIATH
ACROSS THE RIVER ANDUIN

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THE LORD OF THE RINGS™

BATTLE GAMES in Middle-earth™ 41

Guide to Middle-earth™ 1

Learn about the monstrous beasts that inhabit the lands of Mordor and march alongside the armies of the Dark Lord Sauron.

Playing the Game 2–5

In this Pack, we present the rules and profiles for the beasts of Mordor, allowing you to use Trolls and the evil Shelob in your Battle Games.

Battle Game 6–13

The forces of Mordor attack Osgiliath in their assault boats. Can the Gondorian soldiers hold back the tide of Orcs, or will Mordor triumph?

Painting Workshop 14–15

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Build a set of Mordor landing boats to use in this Pack's 'River Assault' Battle Game.

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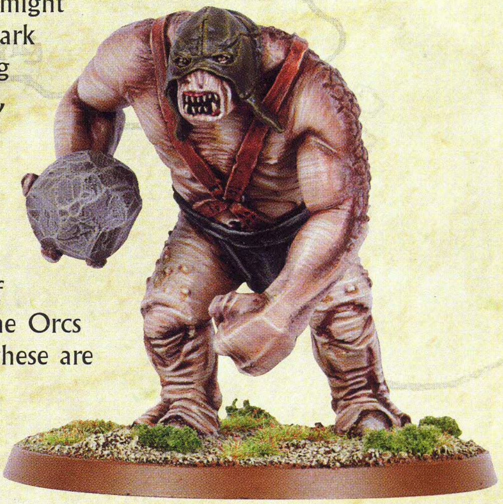
Creatures of Darkness

Mordor, land of shadow, is a dark place filled with the evil of Middle–earth and home to loathsome beasts and warriors. Long hidden from the realms of Men, these creatures stir once more to do the bidding of the Dark Lord Sauron.

> *'One does not simply walk into Mordor. Its Black Gates are guarded by more than just Orcs!'*
>
> BOROMIR™

Over the long centuries, Mordor has been a haven for the evil creatures of Middle-earth. Dwelling in the eternal gloom of the Black Land they have thrived and prospered, growing into vile and twisted abominations. These fell creatures are eagerly recruited into Sauron's armies, where their might can be unleashed upon the Dark Lord's foes. Some are terrifying for their size and strength alone, such as the mighty Mordor Trolls, armed and armoured in steel and bred to fight in the light of day. Others, however, are more terrible still for the dark sorceries that surround them. These ancient evils hide amidst the shadows, forgotten by the world of Men. Of these, perhaps the most dangerous of all is the great she-spider Shelob. Even the Orcs and Uruks of Cirith Ungol trespass into her territory at their peril. Added to these are an almost endless host of monstrosities, from the gargantuan beasts of burden used to drag the great battering ram Grond into battle, to the winged Fell Beasts called forth by the dreaded Nazgûl.

In this Pack's Playing the Game, we examine the brutal Trolls of Mordor as well as the terrifying creature Shelob. In the Battle Game, we return to the ruins of Osgiliath in the exciting 'River Assault' scenario. In the Painting Workshop, we look at some advanced techniques for painting your Mordor Orcs, while in the Modelling Workshop, we show you how to build Orc assault boats.



◄▲ MORDOR TROLL

The Trolls of Mordor are valued for their brutal strength and huge size.

Monsters of Mordor™

Mordor is an inhospitable land, where evil lurks around every corner. Orcs are not the only foe to fear in this barren wasteland. Among other creatures of Mordor are foul Trolls and the evil Shelob. Here we look at the rules for these monsters.

While the forces of Evil do not have access to as many mighty Heroes as the Free Peoples, they have one major advantage – monsters. Large, terrifying creatures are more than capable of tipping the tide of battle in favour of the Evil player and can put an end to troublesome Heroes. Even Aragorn would be hard-pressed in battle against a Mordor Troll!

In this Pack, we present the rules for Mordor Trolls, Troll Chieftains and Shelob, the monstrous spider. Wherever your armies of Mordor may go, these beasts will add extra strength to your assaults, causing the enemy to quake with fear.

◄ THE STRENGTH OF MORDOR
Sauron's army is bolstered by the power of the gigantic Mordor Trolls.

RECAP

Terror

Some of the creatures listed in this Playing the Game are terrifying monsters. This rule was first featured in Pack 10's Playing the Game, but is repeated here for your convenience.

If a warrior wishes to charge a terrifying enemy, he must take a Courage test as soon as he comes to within 2cm/1" of the foe. If the test is passed, the model can complete the charge in the usual way. If the test is failed, the warrior is overcome by fear and flees his full Move allowance away from the enemy.

◄ FRIGHTENING MONSTER
The Gondorian soldiers prepare to charge the Troll, but lose their nerve at the last instant. Turning on their heels, they flee from the lumbering beast.

Mordor Troll (Points Value: 90)

The Trolls of Mordor have been bred by Sauron to withstand the light of the sun without turning to stone like others of their ilk. Even bigger and stronger than the subterranean Cave Trolls of Moria, these monsters are lethal troops that bolster the armies of the Dark Lord.

F	S	D	A	W	C	Move	M	W	F
7/5+	7	7	3	3	3	14cm/6"	-	-	-

Wargear:
Armour and hand weapon

Special Rules:
Throw Stones (see below)

Mordor Troll Chieftain (Points Value: 140)

A small number of the Trolls of Mordor are gifted with a form of primordial cunning and intelligence, which makes them the leaders of their race and a far more dangerous foe than the rest of their kin.

F	S	D	A	W	C	Move	M	W	F
7/5+	7	8	3	3	4	14cm/6"	2	1	1

Wargear:
Armour and hand weapon

Special Rules:
Terror (see pg 2 for details)
Throw Stones (see below)

Special Rules

Throw Stones

Mordor Trolls are creatures of great strength, able to hurl huge rocks across the battlefield with crushing force. The following rules apply to thrown rocks:

- A Troll that does not move in the Move phase and is not in touch with an enemy model may pick up a rock and throw it in the Shoot phase.
- The thrown rock has a maximum range of 28cm/12" and, if on target, strikes with a Strength of 8.

▲ MIGHTY THROW

The Troll picks up a nearby boulder and throws it at the unfortunate Boromir.

Shelob (Points Value: 90)

Shelob is an evil being in the form of a great spider. She is a horror that has haunted Middle-earth for countless years, preying on all living things.

F	S	D	A	W	C	Move	M	W	F
7/-	7	7	1	6	4	20cm/10"	0	6	0

Special Rules: Terror (see pg 2), Movement, Paralysing Venom, Pounce and Hunting Instinct (see below)

Special Rules

Movement

As she is a giant spider, Shelob can move freely over any surface, regardless of the angle. She may move at full speed over any type of terrain and ignore barriers, even impassable or vertical ones. In this case, measure the vertical distance she travels and treat it like open terrain. She must still negotiate gaps and chasms by jumping in the usual manner.

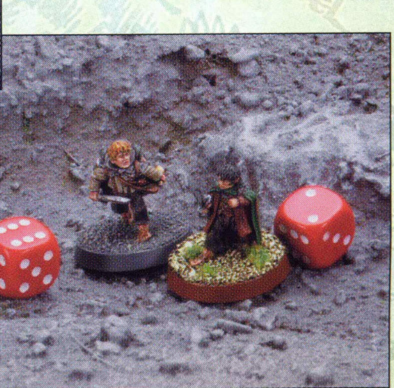
> *'She jabs 'em with her stinger and they goes limp as a boned fish… That's how she likes to feed.'*
>
> GORBAG™

Paralysing Venom

Shelob's venom is a paralysing agent that incapacitates her foes. If Shelob successfully wounds a foe, then she may choose to paralyse him instead of actually inflicting the wound. The victim is knocked to the ground and must remain there for as long as he is paralysed. If engaged in combat, the victim rolls no dice and automatically loses all fights unless there are other friendly models involved.

At the end of each successive Fight phase, roll a dice for each paralysed model. On the score of a 6, the model recovers and is immediately stood up, acting normally from the next turn onwards. If any friendly models spend the whole Fight phase in base contact with the victim without doing anything else, then the player may roll an extra dice to see if the victim recovers. Heroes may use Might to modify rolls for recovery.

◄ SPIDER VENOM
Frodo is paralysed by Shelob and wrapped in her webbing.



► WAKE UP!
Having driven back the foul spider, Sam tries to revive his friend. One of the dice scores a 6, so Frodo is placed back on his feet, ready to continue the quest.

Pounce

Shelob uses powerful leaps to bowl her prey over. When charging, Shelob gains the Knock to the Ground and Extra Attack bonuses that are normally used by cavalry models (see Pack 14). However, these bonuses also apply when Shelob charges cavalry, and are not lost if cavalry models subsequently charge her.

◄ POWERFUL CHARGE

Shelob careers into her foes, even knocking the horsemen to the ground!

Hunting Instinct

Shelob is used to ambushing and dispatching her prey swiftly and effortlessly. If faced with a strong enemy, she is likely to retreat to the safety of her caves. Every time Shelob suffers a wound, she must take a Courage test. If she fails, she flees to lick her wounds – remove her from play as a casualty.

► BACK, YOU DEVIL!

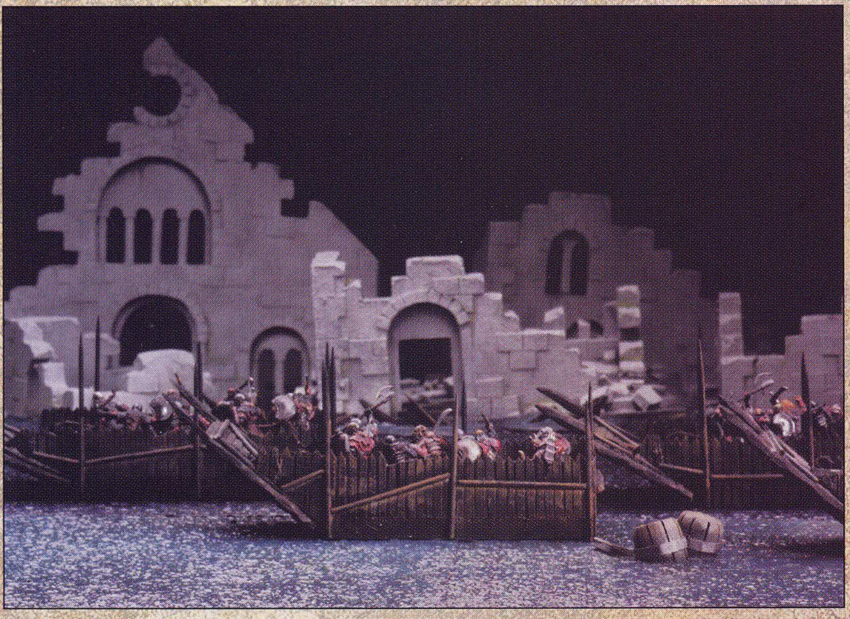
Sam drives Sting into the belly of the spider. Shelob fails her Courage test and retreats back to the sanctuary of her caves.

◄ SAMWISE THE BRAVE

Shelob pounces from the darkness, but is blinded by the Light of Eärendil.

River Assault

Across the Anduin the forces of Mordor gather, ready to storm across the lands of Gondor with sword and flame. In this Battle Game, we return to Osgiliath as the final struggle for the ruined city begins.



SNEAK ATTACK
Under cover of darkness, the Orcs slip across the Anduin.

Like an unstoppable tide of evil, the forces of Sauron flow forth from the lands of Mordor, intent on the destruction of the Free Peoples. Over long years of blood and strife, the kingdom of Gondor has struggled to hold the city of Osgiliath. However, with their forces depleted by this bitter war, Gondor's power to resist is failing. Sensing this weakness, the Orcs have created a flotilla of boats to secretly cross the river and catch the Warriors of Minas Tirith unprepared. The combination of surprise and numbers could bring disaster for the defenders. But the forces of Gondor still have hope, under the brave leadership of Faramir. Waiting amidst the ruins, the Gondorian Captain and his Rangers stand ready, scanning the waters for signs of the Orcs' imminent attack. In this Battle Game, the forces of Mordor must break though the defenders' lines, while Faramir and his Rangers try to hold them back until reinforcements can arrive.

THE COMBATANTS

For this Battle Game, the Good player will need 24 plastic Warriors of Minas Tirith, as well as Faramir and the 12 Ranger of Gondor card figures from Pack 26. The Evil player will need Grishnákh, to represent an Orc Captain, and 36 Mordor Orcs. Plastic and card figures have been provided in this and earlier Packs of *Battle Games in Middle-earth*.

BRAVE DEFENDERS
Faramir and his kinsmen fight to defend the kingdom of Gondor.

EVIL SOLDIERS
Mordor Orcs are despicable creatures of evil.

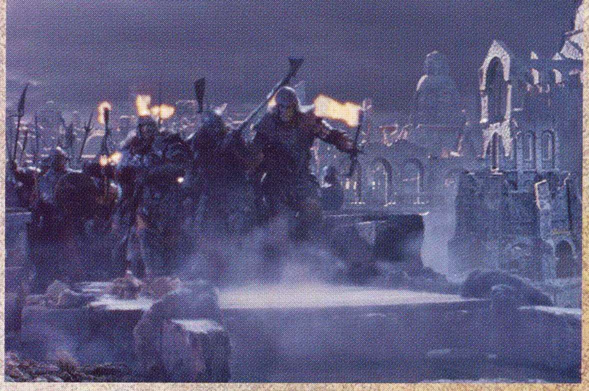
CHARACTER PROFILES

Defenders of Osgiliath™

Of all the Free Peoples of Middle-earth, none have suffered from the dark desires of Sauron more than the Men of Gondor. Over long years of battle, the Warriors of Gondor have been pushed back from their fortresses and towns along the borders of Mordor. They have seen their proud lands sacked and burned and watched their glorious cities fall into ruin. Now they stand at last amidst the shattered remains of Osgiliath. Waiting with steady resolve, the Warriors of Minas Tirith prepare to fight to the last, while the hosts of the Dark Lord descend upon them and try once and for all to snuff out the light of Gondor, greatest of all the realms of Men.

MORDOR ORCS™

The Orcs are the most numerous of all the creatures of Evil in Middle-earth. Infesting all the dark and shadowy places of the world, these despicable creatures gather in groups, drawn together by the power of the Dark Lord. Individually cowardly and weak, Orcs pose little threat to armed Men on their own. However, as their numbers grow, so does their boldness, until they swarm forth in a murderous rampage, intent only on destruction and bloodshed. With their eyes now firmly fixed upon the kingdom of Gondor, the Orcs ready themselves to deliver the final blow to the realm of Men.



Base Profiles

	F	S	D	A	W	C	Move	M	W	F
Faramir	5/3+	4	5	2	2	5	14cm / 6"	3	2	2
Ranger of Gondor	4/3+	3	4	1	1	3	14cm / 6"	-	-	-
Warrior of Minas Tirith	3/4+	3	5 (6)	1	1	3	14cm / 6"	-	-	-
Mordor Orc Captain	4/-	4	5	2	2	3	14cm / 6"	2	1	1
Mordor Orcs	3/5+	3	4 (5)	1	1	2	14cm / 6"	-	-	-

NB. A Warrior of Minas Tirith who carries a shield has his Defence increased to 6. Likewise, any Orc that carries a shield has its Defence increased to 5.

Faramir

Wargear: Bow and sword (hand weapon). His rules can be found in Pack 26's Playing the Game.

Rangers of Gondor

The full rules for Rangers of Gondor are in Pack 23's 'Forces of Gondor'.

Warriors of Minas Tirith

Wargear: As depicted on the model. The full rules for Warriors of Minas Tirith are in Pack 23's Playing the Game.

Mordor Orc Captain

Wargear: Sword (hand weapon). For this battle, use the Grishnákh model to represent a normal Orc Captain.

Mordor Orcs

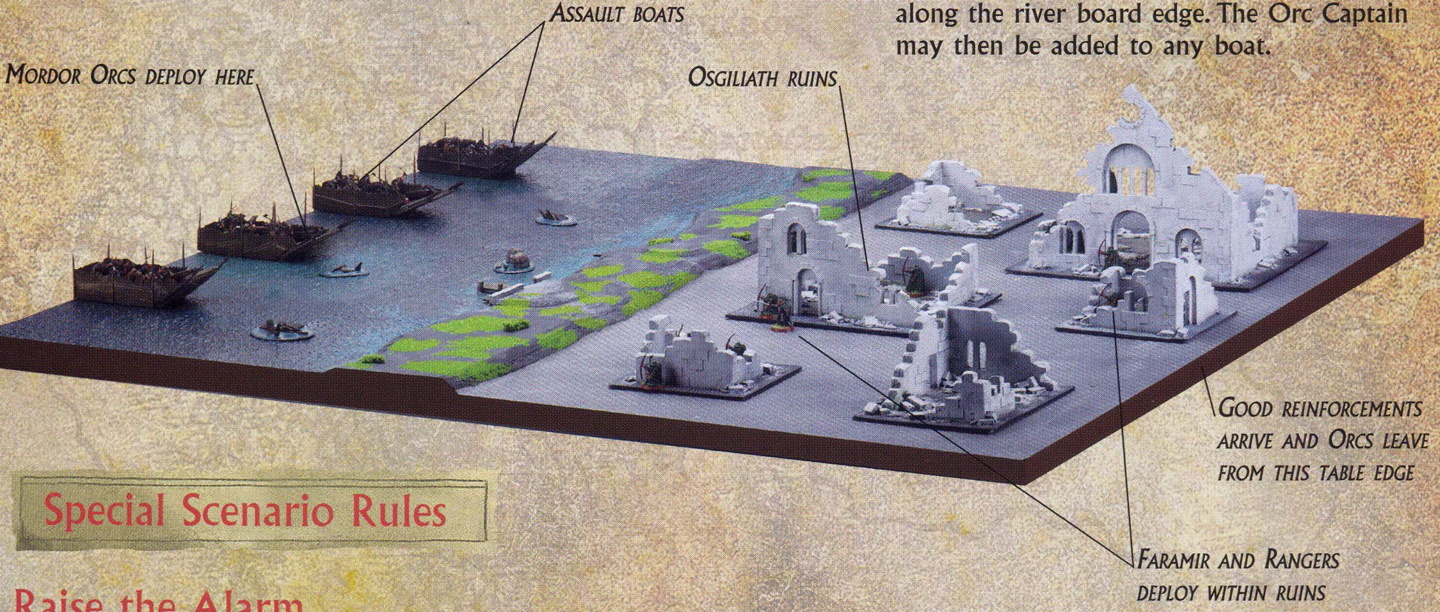
The rules for Mordor Orcs can be found in Pack 24's 'Forces of Mordor'.

The Gaming Area

The game is played on a 120cm / 4′ by 120cm / 4′ board, with a 60cm / 2′ by 120cm / 4′ section of shoreline covering one half of the battlefield. Place the Osgiliath ruins on the remaining half of the board.

Starting Positions

Faramir and the 12 Rangers of Gondor set up anywhere within the Osgiliath ruins. The 24 Warriors of Minas Tirith begin the game as reinforcements, so are not placed on the table. Nine Orcs are deployed in each of the four assault boats, which are then placed along the river board edge. The Orc Captain may then be added to any boat.


Assault boats
Mordor Orcs deploy here
Osgiliath ruins
Good reinforcements arrive and Orcs leave from this table edge
Faramir and Rangers deploy within ruins

Special Scenario Rules

Raise the Alarm

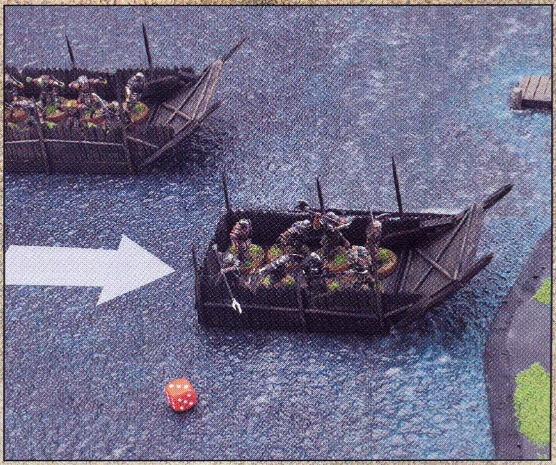
The game starts with the Rangers of Gondor spotting the advancing Orcs and sending runners to raise the alarm and gather reinforcements. Starting on Turn 4, the Good player rolls a dice. This indicates the number of Warriors of Minas Tirith that appear. Once you've worked out how many models are arriving, roll another dice to determine which player gets to choose where along the table edge opposite the river the group of Warriors will be placed. On a 1-3 it is the Evil player who chooses and on a 4-6 it is the Good player. Once placed on the table, they may move and act normally. Continue to roll each turn to see how many Warriors arrive until all 24 have appeared.

◄ RESERVES
In this case, four Men arrive, and are placed by the Good player.

► ORC WARRIOR
Savage and remorseless, the Orcs live for battle.

'Faster, you dogs!'

As soon as the Orcs realise they have been spotted, their commander abandons all pretence of stealth and rushes toward the shore, ordering them to row faster. At the start of each Orc turn roll a dice for each boat. This is the number of inches – or half the number of centimetres – the boat may move toward the shore. Continue to roll each turn until the boat touches the shore. It will then drop its gate and the Orcs may get off. The Orcs may charge into combat as they disembark, provided they can see their target at the start of their move (following the normal rules).



◄ RIVER RAIDERS
The Orcs eagerly row to shore, hungry for battle.

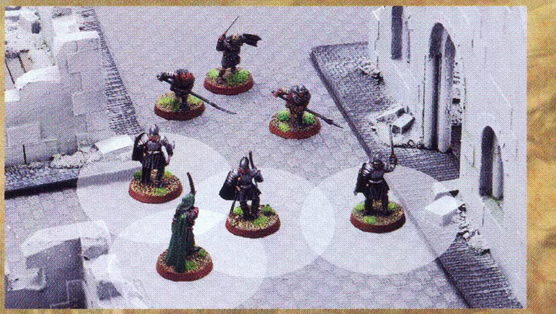
> *'They broke through our defences. Battalions of Orcs are crossing the river!'*
>
> FARAMIR™

WINNING THE GAME

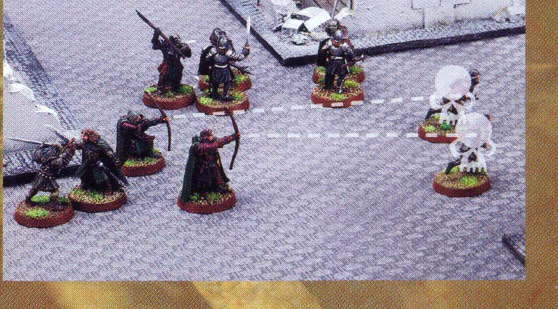
- The Good side wins if it manages to kill 25 of the Orcs.
- The Evil side wins if it manages to move 13 Orcs off the table edge opposite the river.

GOOD TACTICS

As the Good player, you will need to try to delay the Orcs as long as possible, because every turn you are able to hold them up gives you extra reinforcements and swings the battle in your favour. You can try using the broken walls within the ruins as defensive barriers to improve your Rangers' chances of survival. You might also use your Warriors closely spaced in the narrow confines of the ruins to block off easy or obvious avenues the Orcs might use. This will force the Orcs to fight rather than skirt around your troops. One of the strengths the Good side possesses in this scenario is its number of missile weapons. You can use this advantage to pick off any Orcs that are getting into a position to move off the table, or to try to thin out larger groups of Orcs before they enter combat.



◄ CONTROLLING THE BATTLEFIELD
Using their control zones, the Warriors of Minas Tirith create a barrier of Men.



► SUPPRESSING FIRE
By concentrating their arrow fire, the Rangers kill the Orcs closest to the table edge.

EVIL TACTICS

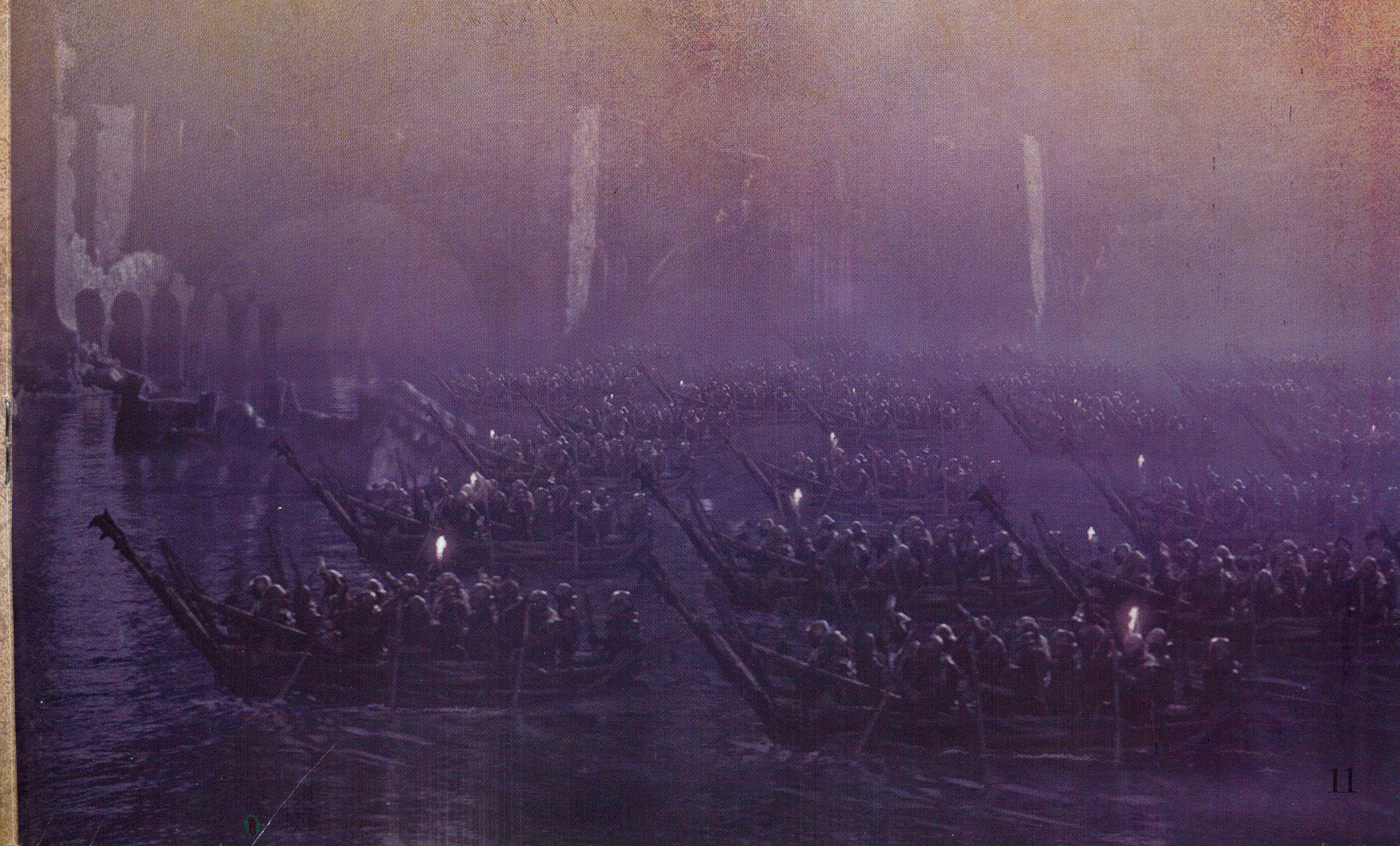
As the Evil objective is to move models off the far table edge, you must be careful not to get drawn into a pitched battle. From the start of the game, your forces will significantly outnumber the defenders and you can use this advantage to try to swamp your foes by keeping your Orcs in large groups. A tactic you might like to try is putting all your archers in one of the boats, allowing them to volley fire. This gives you the chance of killing some of the Rangers even before a single Orc has set foot on the shore. Your Orc Captain is another of the Evil side's best assets. As your most effective model, it can be worth not sending him off the table straight away. Rather use him to shepherd other Orcs to safety by using his superior fighting ability and Might to keep the defenders at bay.

➤ AGGRESSIVE ARCHERY

By placing all your archers in one boat, you can volley fire from the first turn.

◄ STRONG LEADERSHIP

Your Orc Captain can tie up Good models and help the rest of your force escape.



Creating an Osgiliath Campaign

In Pack 19, we presented ideas for linking your Battle Games together to create campaigns. Here we look at how to retell the tragic story of the fall of Osgiliath by playing through a series of scenarios in a set order.

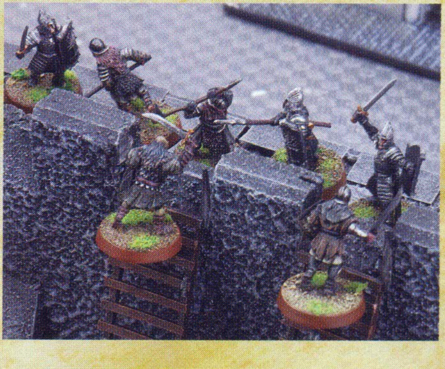
Campaign Special Rules

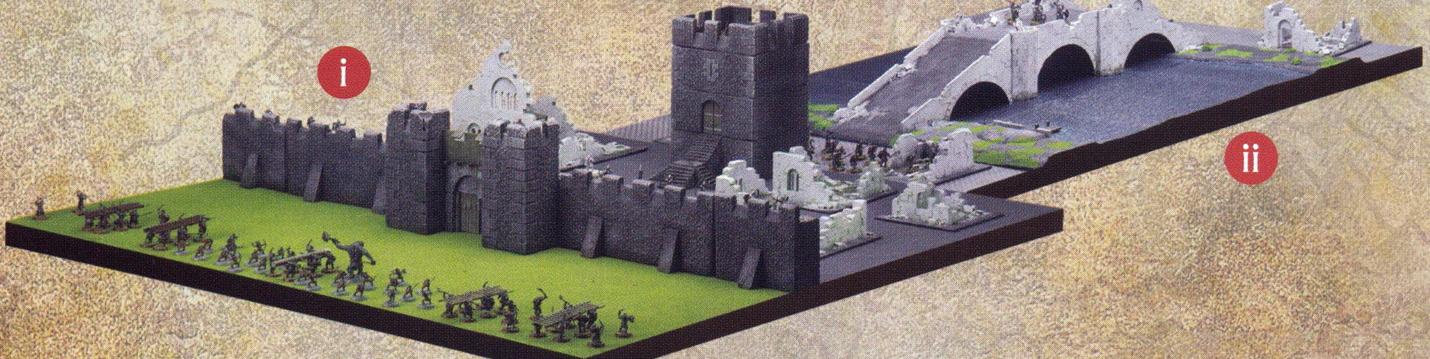
The Upper Hand

After each game, whoever was the winner will be considered to have the Upper Hand in the next battle, representing the high level of morale among their troops. The player with the Upper Hand can use it at the start of any turn during the following game to automatically gain priority. The Upper Hand may only be used once during a battle and must be declared before the dice are rolled to determine who has priority.

Besieged! *Pack 33*

i The forces of Mordor crash into the outer walls of Osgiliath, while the defenders try desperately to hold them back. This game is tricky enough for both sides, so there are no additional special rules to consider in the scenario.





Defend the Bridge! *Pack 34*

ii As fighting spreads, securing a path to cross the Anduin becomes a vital objective for both sides.

Special Rules

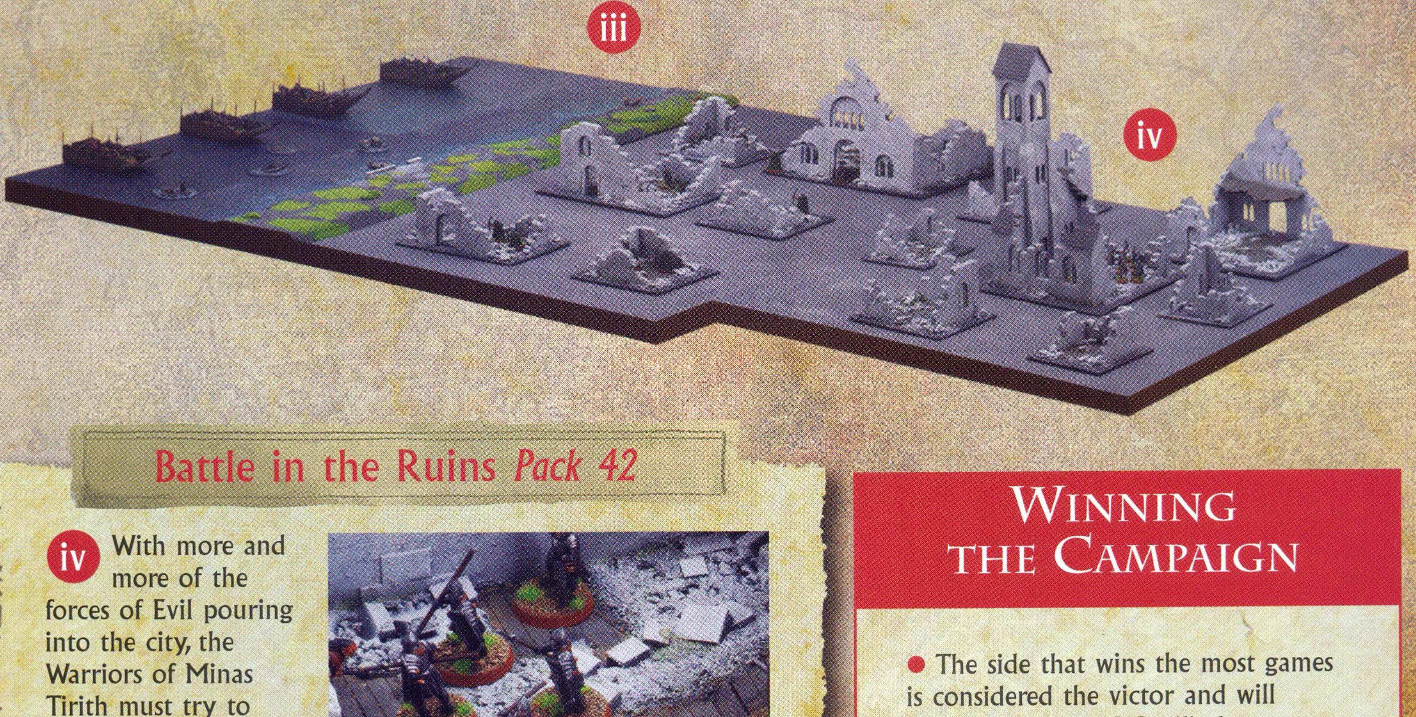
If the Evil side wins this battle, it may replace one of its Orcs with a banner bearer in the next game. If the Good side wins, it may replace one of the Warriors of Minas Tirith with a banner bearer in the same way.

River Assault *Pack 41*

iii With most of the bridges in ruins, the forces of Mordor create boats to cross the river and take the defenders by surprise.

Special Rules

If the Good side wins this game and Faramir survives, then the Captain of Gondor in 'Battle in the Ruins' may be replaced with Faramir.



Battle in the Ruins *Pack 42*

iv With more and more of the forces of Evil pouring into the city, the Warriors of Minas Tirith must try to escape from the city alive. There are no special rules in this scenario, as it is the final game.

WINNING THE CAMPAIGN

- The side that wins the most games is considered the victor and will control the city of Osgiliath.
- As there are an even number of games, it is possible that the campaign will end as a draw. In Pack 43, we will present the 'Retreat from Osgiliath' scenario, which will be ideal to use as a tie-breaker should you wish to decide an outright winner.

Minions of Sauron™

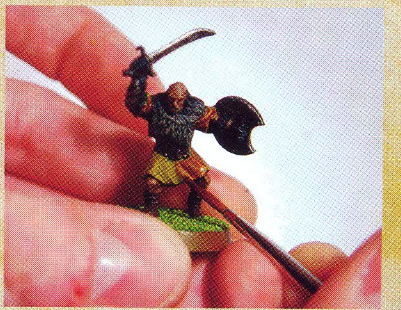
In the battle for Osgiliath, the forces of Mordor are comprised of endless numbers of Orcs. Here we show you some ideas and techniques for making the appearance of your Orc models more varied on the battlefield.

The Orcs that make up the vast bulk of Sauron's armies are twisted, unkempt creatures. They do not wear any uniform as such, but rather various random scraps of cloth and pieces of armour scavenged from the field of battle. However, to make your Orc models look as though they are part of the same force, it is a good idea to use a limited palette of colours on all of them. This also has the benefit of speeding up the painting process, compared to painting every model with an individual colour scheme. In this Painting Workshop, we will show you how to add variety to your Mordor Orc models while still allowing them to look like part of a group on the battlefield. As well as using paint schemes, we show you how to carry out a few simple conversions to enhance the look of your Mordor force.

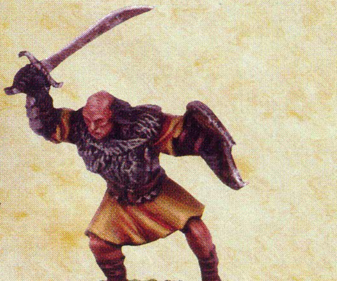
◄ RAGGED HORDES
Orcs of Mordor overrun Osgiliath in countless numbers.

PAINTING ESSENTIALS

Since painting the Mordor Orcs in Pack 24, you now have a wider range of techniques at your disposal. For example, the basic layering method described in Pack 25 is perfectly suited to painting the cloth areas on your Orcs. As well as using these techniques on your new models, you can apply them to the ones you have already painted. In the example here, the tunic has been given a wash of Chestnut ink over the existing colour to provide additional deep shading. After resetting the base colour, it was highlighted by layering. This is an easy way of enhancing the appearance of your existing models.



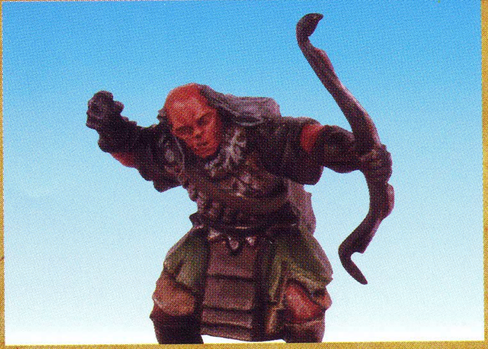
◄ Adding a wash and layering to the existing colour gives the shading and highlights a smoother appearance.



► Having used an ink wash, you may need to add a coat of matt varnish to prevent the tunic from looking shiny, as described in the Painting Workshop in Pack 40.

ALTERNATIVE COLOURS

As explained in the Painting Workshop in Pack 24, although you do not want your Orcs to have a uniform appearance, it is important that they look like a coherent group on the tabletop, achieved by using similar colours on them all. However, now you have more Orc models, you can vary them further, if you wish, by dividing them into two or more groups, each with its own colour scheme. Try to stick to drab, dark colours, as these are more suited to the Orcs' evil character. One way of doing this is to mix a little black, brown or grey in with stronger colours, to make them darker and duller. Similarly, mixing in pale greys or browns, rather than white, for the highlights will stop the colours being too bright.



◄ The skin is painted with a mix of Terracotta and Scorched Brown. The tunic is Chaos Black mixed with Snakebite Leather. Both areas are highlighted by mixing in Kommando Khaki.

KOMMANDO KHAKI

SCORCHED BROWN

TERRACOTTA

CHAOS BLACK

SNAKEBITE LEATHER

RED GORE

REGAL BLUE

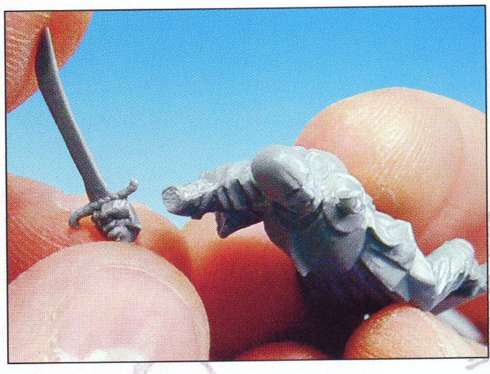
BROWN INK

SCORCHED BROWN

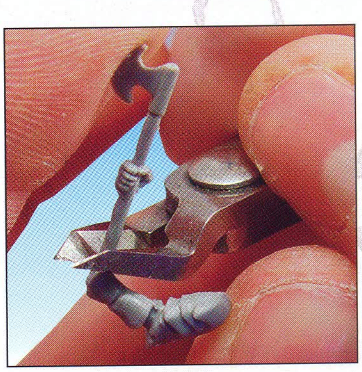
➤ Bright colours, such as red and blue, can be made much more suitable for Orc clothing by adding a little brown paint to them.

Adding Variety

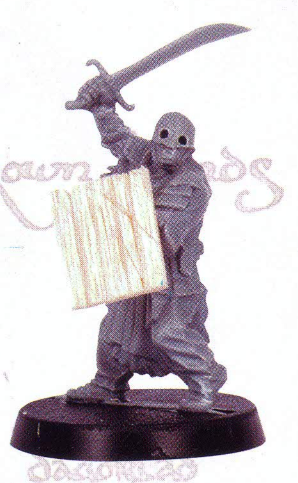
As you were shown in Packs 24 and 33, an easy way of adding variety to plastic miniatures is to reposition heads and arms, or swap models' weapons. Here we show you an example of a slightly more elaborate conversion, which changes an Orc armed with a double-handed axe into one with a sword and shield. First, attach a sword hand, cut from another Orc, to the end of the model's raised arm. Next, clip off the axe handle on either side of the left arm and attach the arm as normal. The shield is constructed from a piece of balsa sheet with planks scored into it. To further distinguish this model from other Orcs, you can create different-shaped eye holes by drilling into the helmet with a pin vice, as used in Pack 38's Modelling Workshop.



➤ The Orc with a double–handed axe is ideal for this conversion, as he has no right hand or left arm to begin with.



◄ Once the double–handed axe has been removed, the arm is ready to have a shield attached. Put the spare axe in your bits box.



➤ Unique models such as this will stand out on the battlefield and are ideally suited for use as Captain models.

Mordor™ Assault Boat

Slipping across the Anduin in their ramshackle river craft, the forces of Mordor launch a surprise attack on the remaining defenders of Osgiliath. In this Modelling Workshop we show you how to make Orc assault boats to use in your games.

Osgiliath has been reduced to a crumbling ruin of broken buildings and flooded avenues. Amidst this shattered city the Gondorians' struggle to hold back the hosts of Mordor is almost at an end. Outnumbered and exhausted, the Warriors of Minas Tirith await the final conflict, while the teeming hordes of Orcs gather under the leadership of Gothmog, ready to push the defenders all the way back to the White City. To negotiate the river, Gothmog has ordered the construction of dozens of boats. These craft will enable the Mordor army to cross the Anduin in force and crush the defenders once and for all. Here we show how you can construct these simple Orc vessels.

◄ SURPRISE ATTACK!
From the waters of the Anduin, the Mordor forces launch their attack.

YOU WILL NEED

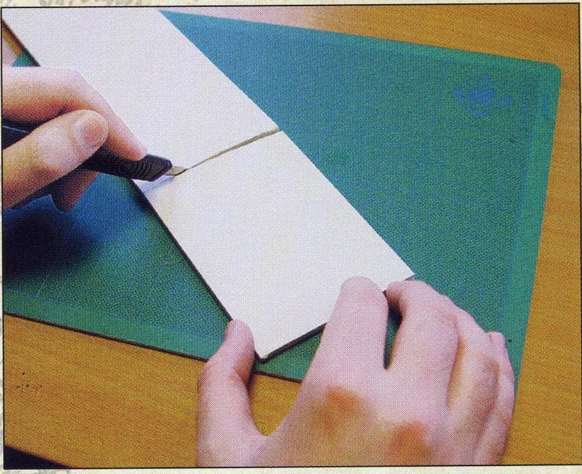
Modelling Essentials

As we explained in Pack 35, we assume that you already have the following items in your basic hobby kit: hot wire cutter, scissors, clippers, pencils and pens, paintbrushes, superglue, PVA glue, plastic glue, craft knife and steel ruler. In addition you will need:

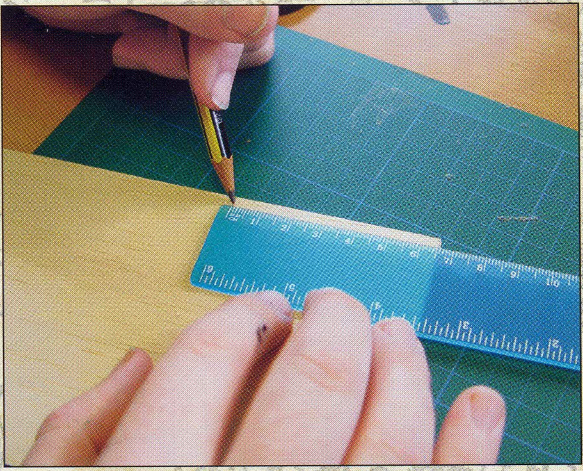
- FOAM CARD
- BALSA WOOD SHEET
- PAPER
- BALSA WOOD ROD
- COCKTAIL STICKS
- CHAOS BLACK SPRAY OR ACRYLIC PAINT
- GRAVEYARD EARTH, GOBLIN GREEN, ENCHANTED BLUE AND SKULL WHITE ACRYLIC PAINTS
- BROWN AND GREEN INKS

1 The Base

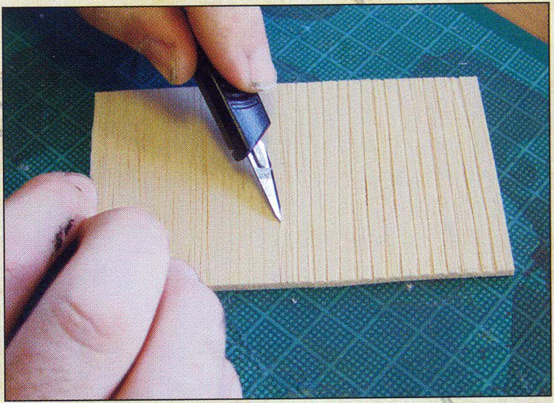
To create the base of your boat, cut out a piece of foam card about 6cm / 2½" wide and 10cm / 4" long. Next, cut out a piece of balsa wood the same size. This will form the decking of the boat. To give the effect of planking, you can score one side of the decking either with the tip of a pencil or a craft knife. If using a craft knife, the best method is to lightly cut shallow wedges into the wood, remembering always to cut along the grain. In both cases, whether using a pencil or a craft knife, be careful not to press too hard or cut too deep, as balsa wood is very easy to split.



◄ BOAT BASE
Foam card creates an ideal base for your boat, as it is sturdy and easy to cut with precision.



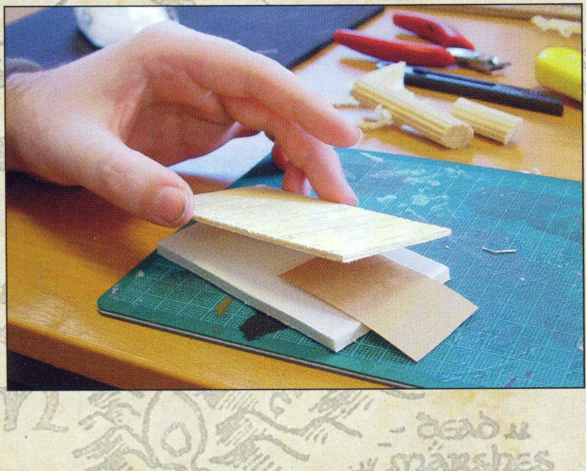
◄ MEASURING THE DECKING
Make sure that the balsa sheet that you use for the decking is the same size as the foam card base.



▲ SCORING THE WOOD
Using a knife to score the wood can give you a more detailed, controlled finish. However, you need to be careful not to cut straight through the balsa sheet.

2 Attaching the Decking

Before you glue your decking onto the foam card base, you will need to create a paper hinge. This paper hinge is what we will use to allow our boat's landing gate to open and close. The hinge is simply a rectangular piece of paper, about 6cm / 2½" long by 4cm / 1½" wide. When gluing down the balsa wood decking to the base, place about half the length of the paper hinge between the decking and the base. Later, when we attach the landing gate, the paper hinge will allow it to be raised and lowered.



◄ ATTACHING THE DECKING
A piece of paper creates a simple and functional hinge.

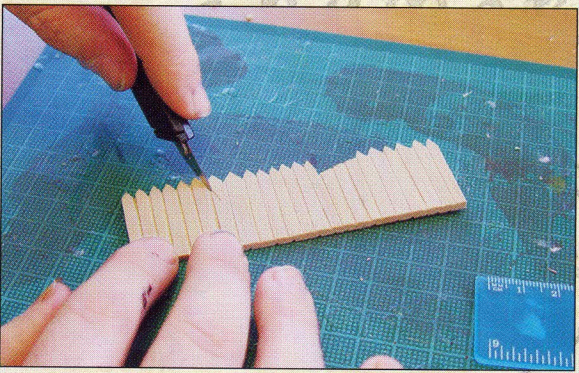
TOP TIP

When creating any model with moving parts, it's always worth checking that everything fits together before gluing. Make sure that all the edges line up reasonably well and that the gate will be able to open and close. Also, be careful when applying the glue to avoid the sections that are intended to move, and wait until all the glue is dry before allowing them to touch.

3 Boat Sides

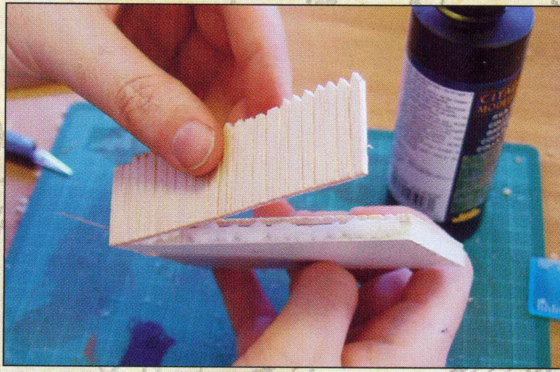
Now that you have created a base, you will need to make the boat's sides and prow. Using balsa wood, cut out two long pieces about 10cm/4" by 3cm/1" and a single short piece about 6cm/2½" by 3cm/1". Before attaching these pieces, score them in the same way as the decking but this time on both sides of the wood.

Once this is complete, cut out a zigzag or serrated effect onto one of the long edges of each of the pieces. A bit of damage to the boat's sides will help create the effect that they are rough and crude Orc vessels. This can be achieved by simply cutting small chunks out of the boat's sides. Be careful not to overdo it, though, as you don't want to damage it too much. Finally glue the sides into place and stick the back of the boat onto the edge of the base opposite the paper hinge.



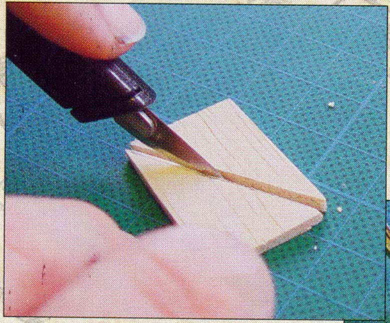
◄ DAMAGED

A few chunks cut out of the sides will make the boat look crudely built.



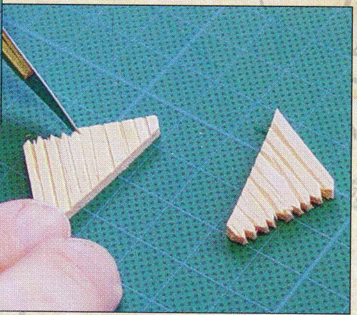
► ATTACHING THE SIDES

Glue on the sides before attaching the back of the boat.



◄ CUTTING THE PROW

A diagonal cut is an easy way to ensure both sides are the same shape.

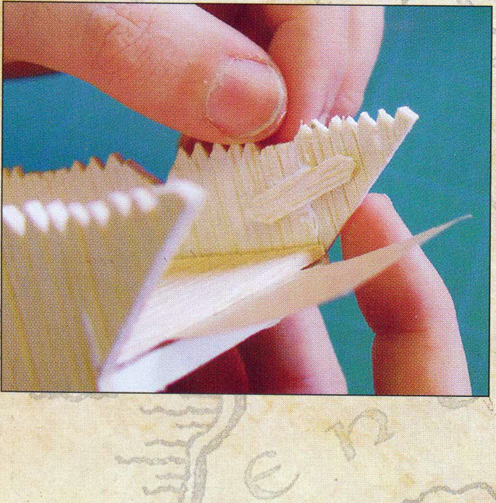


► JAGGED EDGES

Score and cut the triangular sections to match the rest of the boat.

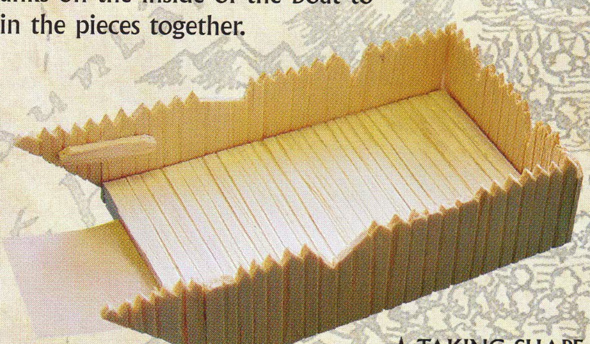
4 The Prow

Once the sides and back are in place, you will need to create the boat's prow. The prow is the front of the boat and is the section that the landing gate will attach to. Cut out a rectangular piece of balsa wood 2cm/¾" by 3cm/1". Making a diagonal cut, separate the piece of balsa wood into two roughly triangular sections. Score both of these pieces and cut a zigzag effect along each triangle's long edge, in the same fashion as the boat sides. Glue these pieces onto the front of the boat so that they line up with the sides you have already attached. You will notice there should be a gap between the bottom of the prow and the base – this will allow room to attach the landing gate. Once the prow sections are attached, reinforce them by adding small balsa wood planks on the inside of the boat to join the pieces together.



◄ ATTACHING THE STRUT

A small length of balsa wood makes the prow secure.

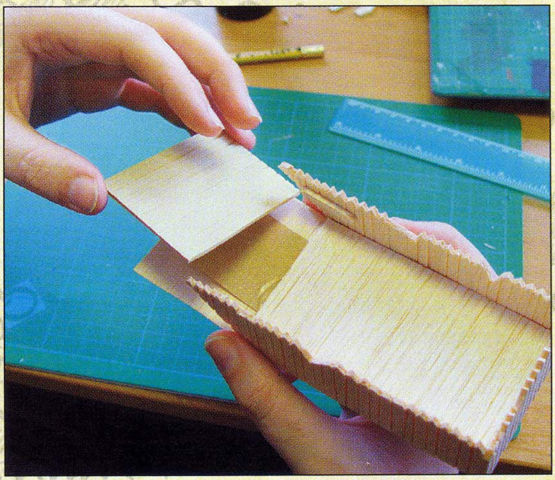


▲ TAKING SHAPE

The basic construction of the boat is now complete.

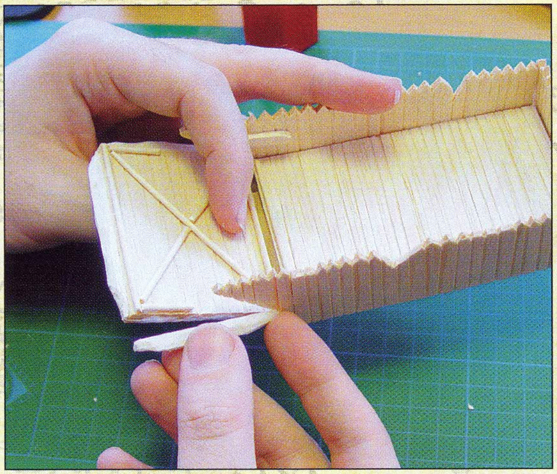
5 The Landing Gate

Cut out two pieces of balsa sheet, each measuring 5cm/2" wide by 6cm/2½". Score these pieces in the same way as the decking, then place them together on either side of the paper hinge, so that the unscored sides are facing inward. Glue the two sides into place, making sure there is enough of a gap between the base of the gate and the boat, allowing the gate to open and close freely.



◄ ATTACHING THE GATE
Check that the gate is the correct size before gluing it into place.

► SPIKES AND STRUTS
Adding poles and bracing gives the boat a more complete appearance.



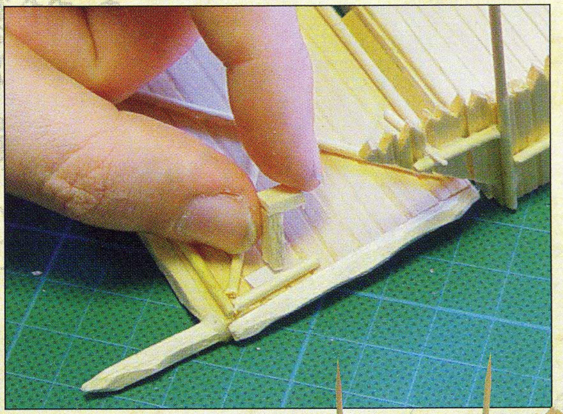
6 Detailing the Boat

Once the gate is firmly attached, use cocktail sticks to add detail to the boat. Cut to an appropriate size, they can be used to create bracing for the landing gate. You can also add cocktail sticks on the outside of the boat to create posts. Using balsa wood rod, make some spikes to attach to the end of the landing gate. Next, use small pieces of balsa rod to cover the edges of the gate. These will hide the gaps between the layers of balsa sheet and the paper hinge. These additions will give the boat a more Orcish appearance, as if it had been haphazardly and hastily constructed.

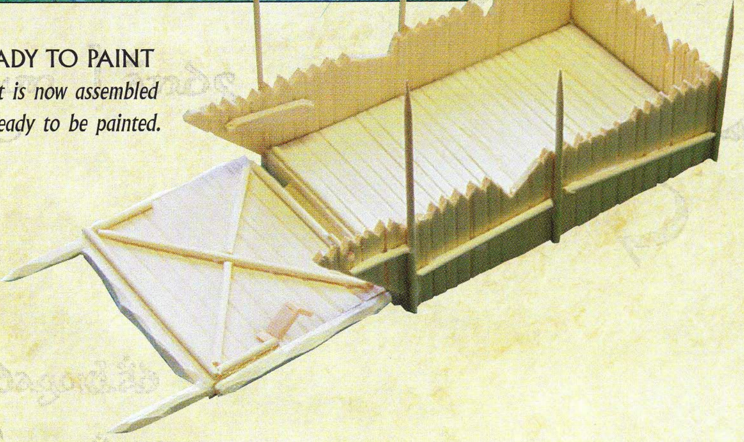
7 Making the Latch

To finish off the boat you can make a latch to hold the gate in place. The simplest way to make a latch is to construct a temporary one, using string or adhesive putty, for example. However, if you like, you can make a purpose-built latch by using the following techniques.

Cut three, roughly equal-sized sections of balsa wood, each measuring about ½cm/¼" by 1cm/½". Glue two of the sections together in an L-shape, forming the latch. Using a small strip of paper, create a hinge for the latch and stick it onto the underside, leaving 1cm/½" or so protruding from the end. Glue the exposed part of the hinge to one side of the landing gate, so that the latch is facing downward. Once in place, use the third section of wood to cover up the paper hinge. Once the latch has dried, close the gate and mark the area the latch reaches to on the inside of the prow. Finally, glue a section of cocktail stick to this point for the latch to hook on to, holding the gate closed.



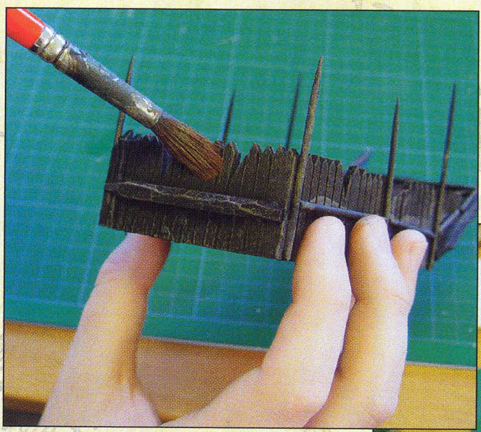
◄ THE LATCH
A few small bits of balsa wood, affixed to the gate by a paper hinge, make a functional latch.



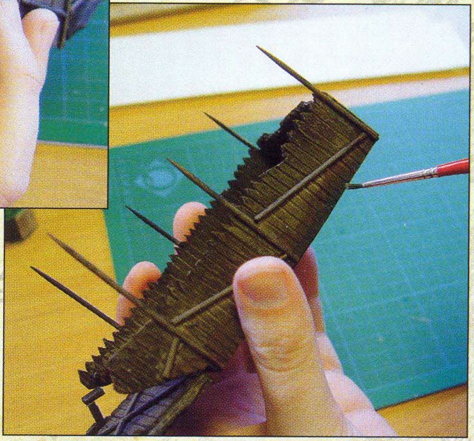
► READY TO PAINT
The boat is now assembled and is ready to be painted.

8 Painting the Boat

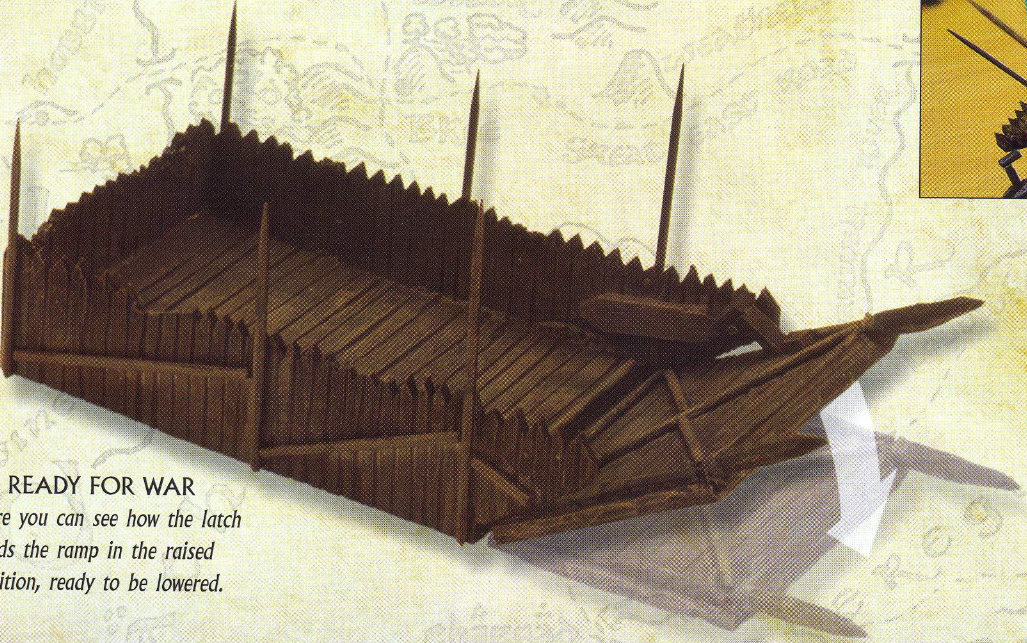
Undercoat the model using Chaos Black paint or spray. Make sure you cover the model as completely as possible, not leaving any exposed balsa wood. Once this undercoat is dry, apply a light dry-brush of Graveyard Earth to the entire model. This will give it a dark, Orcish appearance. Finally, you can use a small amount of Brown and then Green ink along the bottom of the boat to create a waterline stain.



◄ **LIGHT DRY-BRUSH**
Graveyard Earth dry–brushed over the black undercoat creates a dark, wooden look.



▲ **WATERLINE**
Use Brown and Green inks to create a rim of scum.



► **READY FOR WAR**
Here you can see how the latch holds the ramp in the raised position, ready to be lowered.

➤ LITTER OF WAR
The Anduin is filled with broken boats and bridges from the long Osgiliath conflict.

RECAP

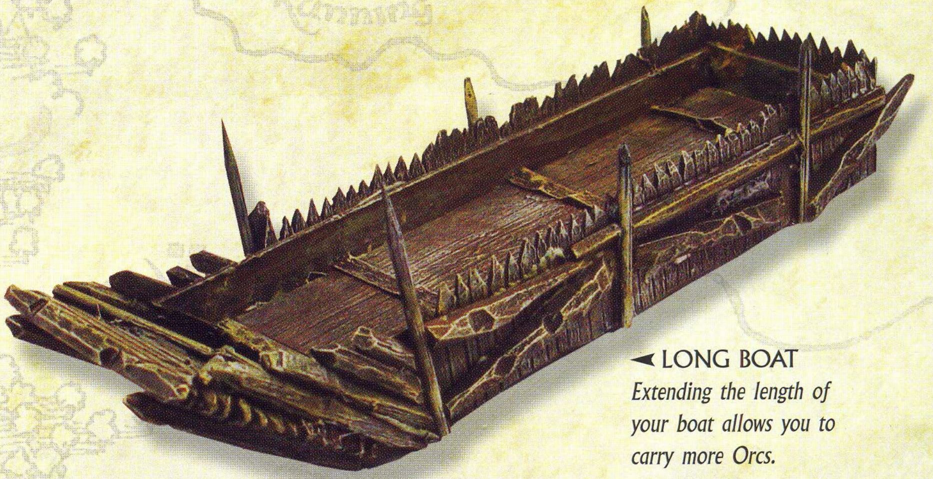
Floating Debris

In Pack 34, we showed you how to create simple flotsam and jetsam using card bases and balsa wood. These pieces of scenery are easy to create and make perfect use of your boat off-cuts, as well as providing great additions to your river tiles. Try creating a variety to give your watery battlefield the impression of a rubbish-filled river that has been fought over for countless years. Paint them in the same way as in Pack 34.

Alternative Approaches

Shipbuilding

Using these same, basic building techniques, you can create different kinds of Orc boat. Simply by changing the dimensions of your base you can make your boat longer or wider. It's also easy to add features such as rudders and platforms, using spare pieces of balsa wood.



◄ LONG BOAT
Extending the length of your boat allows you to carry more Orcs.

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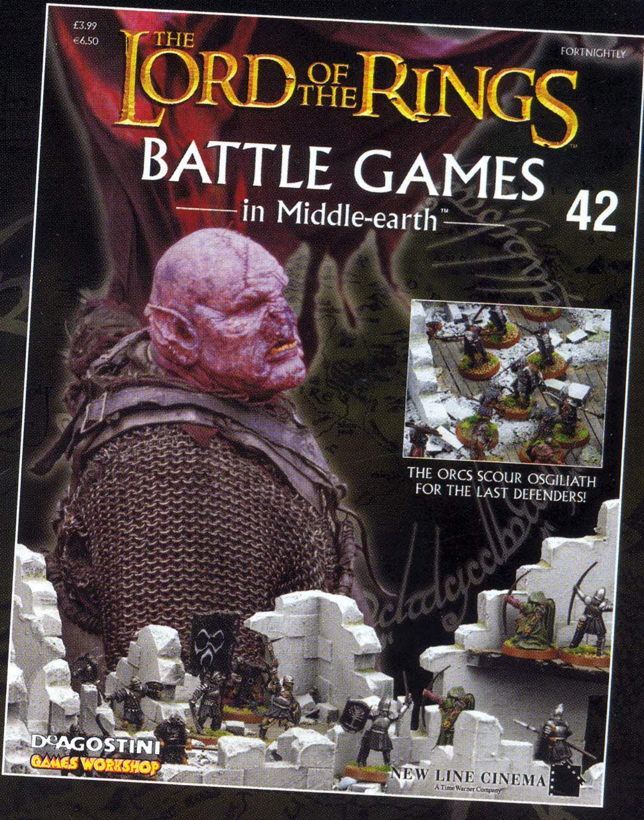
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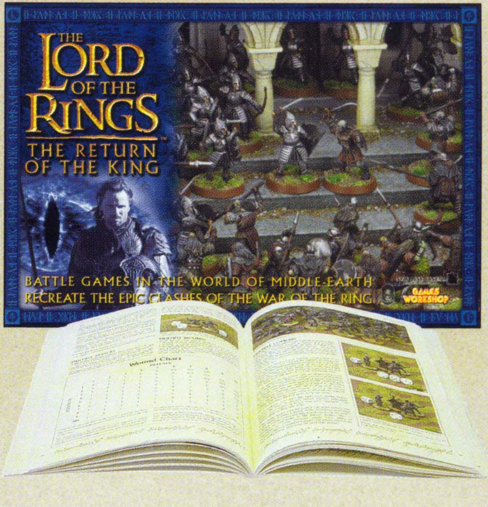
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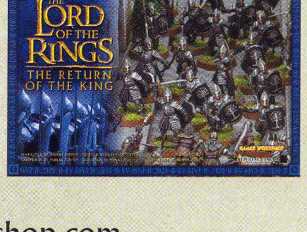
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